

# O<sup>YOUR</sup> ric

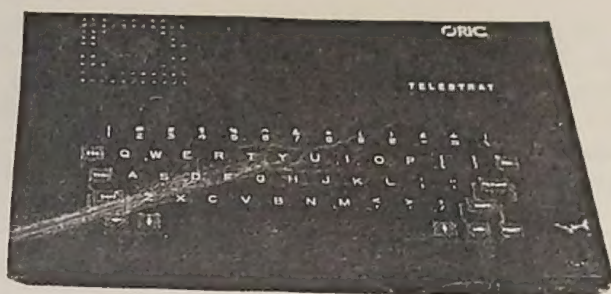
# FOR A GREAT COMPUTER

ORGANISED BY MR.K.THOMPSON.

ISSUE 5

FEB/MAR 87

# The Telestrat



## THE LATEST ORIC OFFERING

Originally announced as the Stratos/IQ164, Oric's all singing, all-dancing Telestrat is now available in France, and hopefully soon will be in Britain courtesy of W.E. Software. "Archimedes" has been nosing around the latest Oric offering....

**The Hardware:** The Telestrat is based on the 6502 microprocessor, with 64K of built-in RAM. Software is loaded through two cartridge ports, each of which will support 64K of memory, which can be ROM, RAM, or any other extension. On powering up the system, the left-hand cartridge is read, TELEMON ensuring proper initialisation. Then you can add supplementary ROM, RAM or a mixture of the two. If ROM or EPROM cartridges have a format recognised by the Telestrat, they are automatically loaded.

There are an astonishing number of extension connectors most of which are buffered so as not to delay the

operation of the machine:  
+ A complete extension bus, reproducing all the signals of the 6502 bus - directly compatible with the Atmos.  
+ A disk drive interface. The disk controller is integral with the Telestrat, and will support up to four disk drives. The drive sold with the Telestrat is 3" double-density double-sided, giving a formatted capacity of 360K to 400K.  
+ A parallel Centronics printer interface, with an integral 2K printer buffer.  
+ A series RS232 interface, allowing access to many peripherals, modems and graph pads, and direct communication with most computers.  
+ A telephone connector for all Teletext applications.  
+ Two joystick ports, the right one being specially set up for use with a mouse. The mouse (right port) and joystick (left port) can be used simultaneously with the keyboard. The mouse can be used to edit Basic and the

Videotext screen.  
+ A MIDI (music) interface, to which can be attached to a standard MIDI connection box.  
+ An output socket for TV/monitor, including sound.  
+ A cassette interface to Atmos standards. Naturally there is a RESET button.

**Hyper-Basic:** is a compiled language. In other words, when you RUN a prog, instead of running an interpreter to read your BASIC programme instruction by instruction, you simply run a machine code programme directly. Basic text is automatically converted to machine code.

Most compilers are awkward to use and very inflexible, the only advantage being the increased speed of the programme.

Continued Inside.

## INSIDE

French Leave

Adventure Spot



# ORIC NEWS

Continued from front-page.

Clearly the ideal would be a combination of advantages of an interpreted language (ease of editing, etc.) coupled with the speed of a compiled language. Oric have achieved it!

Hyper-Basic acts like an interpreted language except that RUN executes machine code - something you wouldn't realise except for the speed of execution. Analysis of Basic programmes shows that certain instructions are used more frequently than others. These have been given special treatment. FOR/NEXT without STEP is the most common instruction, and a special algorithm has been developed for it which runs four times faster. For the many loops in which a dummy variable is used as a counter, but has no other significance, a new structure has been devised, COUNT/UNCOUNT, which runs remarkably quickly. Similarly with GOTO, GOSUB and IF... Experience has shown that these, with assignment statements (A=...) comprise 80% of a programme's instructions.

While the loop "FOR I=1 TO 10000:NEXT" is executed in less than 4 seconds, an identical loop runs in only one tenth of a second with COUNT/UNCOUNT. In general all control structures (FOR/NEXT, GOTO, GOSUB, IF-THEN...) take a minimal time to run in Hyper-Basic, which is from 4 to 200 times quicker than 'normal' Basic. A GOTO takes only three micro-seconds - 300,000 GOTO's a second. A GOSUB/RETURN takes 30 micro-seconds and a COUNT/UNCOUNT loop about 14 micro-seconds (70,000 loops per second). In general a programme will run 2 to 4 times faster, but above all the speed of execution is not dependant on the length of the programme.

The result is that such time-saving tricks as minimising REM statements to speed the programme, placing sub-routines at the start of a programme to speed up GOSUBS, and using variables to avoid costly decimal calculations are redundant. There are many detailed improvements. Suffice it to say that Hyper-Basic is the fastest of all Basic's, in fact running as fast as Forth on the same machine.

The Editor: Speed of execution is one thing, but you still have to write the programmes. Here again the Telestrat breaks new ground. The editor is of the full screen type, and the syntax is analysed on the entry of each line. The Telestrat editor is remarkably simple - you put the cursor on the line to be edited, you edit (automatic insertion, deletion of all or part of a line, etc.), you validate and that's it.

A full-screen editor is of course nothing new, except on machines in this price-range. But there is something else - scrolling throughout the programme. Say your programme has 100 lines. Obviously it won't all fit on the screen. With every other computer, you are forever listing, editing and relisting to find the line you want. With the Telestrat, relisting is unnecessary. Say you have lines 100 to 250 on screen. You want line 260. You only have to cursor down and line 260 appears. Of course line 100 has disappeared. If you cursor up, back it comes! The screen is in fact a window on the Basic programme, a window you can move up and down and edit at will. Other editors will seem archaic when you've tried this one.

Syntax: What is a syntax-analyser? Simple - you CANNOT enter a syntax error! Syntax analyser is done when a line is entered, making it impossible to validate a line containing a syntax error. All very practical, avoiding running your programme only to find a "Syntax error" on screen. But the Telestrat doesn't end there - there are no vague error messages to be unravelled. It actually places the cursor on the character it has failed to interpret. So, if you type "PLOT 10,5A32", the cursor will be placed over the 'A', which should be a comma.

Not content with placing the cursor on the error, the Telestrat tells you what it's waiting for. In our example, the message "Attention: ','" is displayed, inviting you to place a comma. There are some twenty messages of this type to help you. You can have fun by typing, for example, FOR, then validating what follows bit by bit. You will get in turn the messages - "Numeric variable", "=", "numeric expression", "TO", "numeric expression" as the Telestrat takes you through the instruction. Very clever!

And how about this - who bothers to write a programme with loops indented? Hyper-Basic does! The inserts are generated automatically by the Telestrat. A FOR, REPEAT or COUNT, and the text is displaced to the right. A NEXT, UNTILL or UNCOUNT and it is back to the left margin. Again, separating key words with spaces looks better and facilitates reading the programme, but takes time and memory. The Telestrat generates the spaces for you where necessary; there is no need to type them. Naturally all this takes neither running time nor memory. Lower case entry is accepted, and is listed in capitals.



Control Structures: There are numerous commands available. Hyper-Basic invites a structured approach thanks to its expanded control syntax:

- + FOR/NEXT, COUNT/UNCOUNT, REPEAT UNTIL, WHILE/WEND, GOSUB/RETURN, GOTO, IF THEN ELSE
- + Total substitution of line numbers by labels which like variables, can have up to 16 characters, all significant.

To define a label, it is enough to start the line with "(label)". So, "10 TEST" is enough to define a label "TEST". The commands RUN 10, RUN TEST, GOTO 10 and GOTO TEST, GOSUB 10 and GOSUB TEST are equivalents. No longer need one remember the significance of the line 8700, which changes on the first RENUM. You call the subroutine by its name.

Another facility is the optional suppression of the keyword GOSUB: a sub routine can be called by its name, without typing GOSUB:

To call this subroutine:

```
100 ]SAVING
110 SAVEU"PROGRAMME",AUTO
120 RETURN
```

it is enough to type (or include in a programme) "SAVING". So the vocabulary can be infinitely extended, and a great deal of time saved. An example:-

```
10 ]START
15 (Initialisation)
20 EXE
25 GOTO START
30 ]EXE
35 REPEAT
40 (Value)
45 (Test)
50 (Action)
55 UNTIL TRUE
60 RETURN
```

Eat your heart out, B.B.C.!!!

#### Other useful Aids:

- + 4 types of numeric constants - decimal, hexadecimal, binary and ASCII - so: 65 = 41 = %1000001 = "A"
- + Strings can include direct colour codes, without the old CHR\$(27). And the colours appear in the listing!
- + Input/output is straightforward. A simple instruction can change the screen window, direct PRINT to the RS232 interface instead of the screen, or use the key board as a Teletext terminal.

A list of the 250+ keywords would be tedious. Suffice it to say that they cover, apart from the control structures, all the interfaces (RING to detect a call, SLOAD to load a programme via the RS232 interface, MPRINT to write on Teletext, LLIST to list on the printer, WINDOW to define the screen windows, etc...).

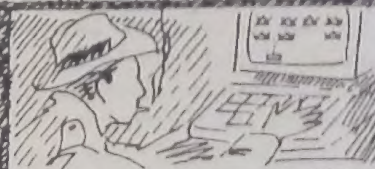
One section of the vocabulary is dedicated to Teletext, Graphics are not forgotten, with BOX, PAINT and ELLIPSE in addition to the Atmos commands. Altogether perhaps the most versatile, interactive BASIC on any computer! The more one learns about the Telestrat, the more one realises its sophistication compared to other home disk-drive systems on the market. Given the flexibility of its built-in systems, and its ability to use all current Oric software, perhaps outside software support is not so important as we all thought at first.... if only Oric can trim the price successfully.... "Archimedes".

Dick 'Kay' Thompson

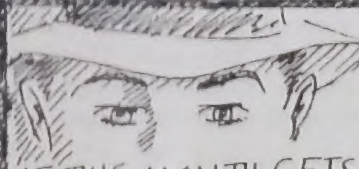
NO1 ©1977 BY AVEY



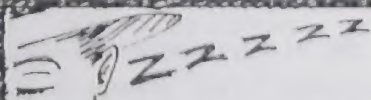
'YUP, JUST ANOTHER LAID-BACK DAY AT THE YOUR ORIC OFFICE.'...



'I'M SAYIN' THIS WEEK IS GETTING REALLY LAID-BACK MAN'....



IF THIS MONTH GETS ANY MORE LAID BACK ITS GONNA FALLOVER...



THIS YEAR IS SO LAID-BACK, IM STARTING TO WONDER IF THE TELESTRAT WILL EVER ARRIVE !!



# FRENCH LEAVE

# BY ARCHIMEDES

Things are on the move again in France for the Oric, with new software being released, an Atmos 2 available (as a baby Telestrat!), and news of a survey of its readers by the French Oric magazine.... as its editor comments this month - "Who said the Oric was about to die - Happy New Year".

As promised, French Leave this issue concentrates on a 3D motor racing game, and firstly how to buy French software. Thankfully W.E. Software are now importing some of the better titles - see Your Oric No.4 - and obviously if they have the one you want, that's the easiest and the cheapest way to get it. But what if you fancy one of the dozens of titles not presently imported into this country, or even want to buy an Oric Atmos?!

## Mail Order France:

Archimedes has contacted one of the leading French retailers, called "Ordividuel", on behalf of his readers. The firm is only too pleased to supply by post to England, and has a good mail order reputation. So, how do you go about it? Firstly, their name and address:

Ordividuel,  
20, rue de Montreuil,  
94300 VINCENNES,  
FRANCE.

Secondly, how do you pay? Frankly, by far the simplest way is to visit your bank and ask for some Eurocheques - for £1 or so you will get a wallet of ten cheques and a plastic cheque card. You can then write out a cheque for the precise number of French francs required, write your card number on the back, and voila! Otherwise you would have to get an International Money Order from the Post Office, or a banker's cheque made out in French francs. The important thing is to pay in French francs, not pounds.

Next, how do I order? In fact with your first order will come a proper order form. To start with, though, a simple letter will do. For example, if you wanted to order the top French title in Your Oric's chart, 'Tendre Poulet', which is not yet available from W.E., you would write a letter as follows:

Messieurs,

Je desire recevoir "Tendre Poulet".

Ci-joint un cheque de 160F (120F + 40F de port).

Merci,  
(signed)

N.B. Print your name and address clearly, adding 'Angleterre' (England) at the end.

Finally, what does it cost? Postage is based on the value of the order, as follows:

Less than 500F - 40F postage  
500F-1000F - 80F postage  
Over 1000F - 120F postage.

So a new Atmos would cost 990F plus 80F postage, 1070F, or about £110. Obviously it pays to order three or so games together to reduce the postage per item. In case you are tempted, here are some of Ordividuel's (discount) prices:

Tendre Poulet	120F	Star	120F
Karate	99F	Le Secret du Tombeau	140F
Cobra Pinball	140F	Formule 1	130F
La Flute Inca (adventure)	120F	Le Diamant de l'Ile Maudite (adventure)	160F

and books....

Interface pour Oric	59F	Progs. en Language Machine	95F
---------------------	-----	----------------------------	-----

and hardware....

Atmos	990F	'Graphiscope drawing tablet	990F
-------	------	-----------------------------	------

Eh bien, enough of that!

## Software Review - Starter 3D:

Imagine a programme for the Oric where at the front centre of the screen is your racing car. The road stretches ahead of you, with hills in the distance. You rev your engine, and your off on two practice laps of the circuit. You qualified? (not so easy) - then it's race



time, with other cars on the circuit, squealing tyres, patches of oil to upset you, and so on. Such is "Starter 3D", from Landscape software. It even has English instructions.

Of course it is not a patch on 'Revs' for the BBC, or 'Pole Position'. But for starved Oric motor addicts, it produces the feel of the real thing, with tight bends, speed (too much at times), and above all a 3D view ahead of you. Well worth 129F (£14)!

#### New Software:

Big news is the release of "Le Fer d'Amnukor", subtitled "Tyrann II". Produced by Norsoft (who released 'tyrann' in France), for 210F (£22) you get a box containing 2 cassettes, game cards, personnel files, monster files, and an illustrated manual 60 pages long! As the makers claim, "At last the role-playing adventure game has come of age!". If you can't wait, send 250F (210F + 40F de port) to:

Opus, 49, rue des Rosiers, 1400 CAIN, FRANCE.

using the form of letter above, beware, though - only French speakers need apply!

#### Reader Survey:

The French magazine, 'Theoric', held a reader survey during September, 1986. They received some 700 replies from a readership numbered in thousands; 42% of those who replied were pupils and students, mostly spending 10-25 hours per month on their Orics. 13% spent more than 50 hours a month rattling the keys! A suggestion that 'Theoric' be merged with an Amstrad magazine was overwhelmingly rejected, and won't happen. 47% of users had a disc drive, and 61% were contemplating buying a Telestrat. How about a similar survey in 'Your Oric'?

#### Atmos 2:

The French company 'IN' are now offering a 'baby Telestrat' for those not prepared to invest in the real thing. If you buy their 'MS-TEL' disc software, they will modify your Atmos free of charge so that it is directly compatible with Minitel, the French version of Prestel. If you don't want to loose your Atmos, then you can simply buy an Atmos 2!

#### I.C.V.

This retailer and manufacturer of the numeric joystick block (see Your Oric No.4) had a special offer in January - an Atmos, the block, a joystick and 6 games for £160.

It's good to report a confident and active Oric scene in France - it can only help the situation here in England. So, until next time, when we'll have some potted mini-reviews of the best French software, and 'Murder on the Atlantic' may have arrived.

Au revoir,

'Archimedes'

## *Ed's comment...*

Hello to all you readers out there, Sorry for the delay in getting this Issue out. It has been very busy on the Oric front, what with France launching the Atmos 2, and new exciting software being released (check French Leave for details), W.E and F.G.C have also been busy, W.E. Software has been stocking French software which has been selling like hot cakes! and F.G.C releasing their new software (as reported in last Issue), according to many of my friends F.G.C's Maze Rally is excellent, I must get a review copy so it can be reviewed in the Newsletter.

This Issue sees the final part of the 'Damsel Interview', but the start of a new cartoon strip called 'Dick Kay Thompson' (me!) which will be based around events that happen within the Newsletter and the Oric scene. There is no Classifieds page this Issue as we did not have enough ads to fill a page, all people that have sent in ads they will appear in the next Issue. Instead we have featured a couple more reviews (hope you all like the new look to the Software Review pages!), I will be conducting a reader survey soon more details next Issue, we also hope to start 2 new sections they are 'Arcade Control' and 'Letters Page' its up to you write in with the material (check Interview page for details), I will tell you what response I get next Issue so please write in.

As its not long before the Telestrat launch I thought it necessary to feature an article on the new machine and its capabilities. Next Issue will see the start of French Software reviews starting in the Adventure Spot where we start of with a classic Graphic/Text Adventure called L'Aigle D'Or by Loriciels, and more French Adventures will be reviewed for the Adventure Spot with maps and lists of vocabulary, so don't miss the next Issue.

Back Issues are available Issues 2,3,4 are available at £1.20 each please make cheques payable to 'Your Oric', please allow up to 5 weeks for your back Issues to reach you. One final word Your Oric has now achieved a readership of 180+ thats 40 new readers since Issue 4 went out. Now on with the Newsletter Bye!.....



## HINTS & TIPS

### HOW TO SUBMIT PROGRAMS TO 'YOUR ORIC'

All Program listings should be sent in by tape with full details, we have our own Printers to give a Printout suitable for use in the Newsletter. It is therefore not essential that you send listings for BASIC Programs. We must have listings for Machine Code though. If you wish your Programs to be returned Please include a stamped self addressed envelope. The address to write to is 'Hints & Tips, Your Oric, 41 Morden Gardens, Mitcham, Surrey CR4 4DH.'

### ORIC-1 TO ATMOS PROGRAM CONVERSIONS

In last Issues Hints & Tips we Printed Jim Polmears Program for running the Oric-1 version of Draculas Revenge by Softek to run on the Atmos. This Issue we have Printed the same Program but the last two lines of the Program have been changed the Program will now run the Oric-1 version of Acherons Rage by Softek on the Atmos. The two lines have been sent in by Mr Clark, for readers who have missed last Issue change lines 120 and 130 to 120 POKE #0F00, #4C and 130 CALL #F00 this will enable you to run Draculas Revenge on the Atmos. Remember to Run this Program on your Atmos before loading in Acherons Rage.

```
5 HIMEM #EFD:CS=0
10 FOR AD=#BFE0 TO BFF5
20 READ D$:D=VAL("#"+D$)
30 POKE AD,D:CS=CS+D:NEXT
40 DATA 08,20,B2,E7,20,6A,E7
50 DATA 20,7D,E5,20,AC,E4,8D
60 DATA B1,02,8D,AD,02,4C,B3,E8
70 IF CS<>2759 THEN PRINT"ERROR":END
100 CALL #BFE0""
110 POKE #19AD,#E8
120 POKE #0CC0,#4C
130 CALL #C00
```

### PROGRAMMING TECHNIQUES

John Giddens from Sussex has sent in a useful Program to us. The following Program allows split screen text and Graphics, Hires screen at the top of the screen and a text screen at the bottom. Heres a quick break down of the Program and how to use it. The first line clears the Hires screen and sets the computer into text. Then a HOME ESC DEL combination will split the screen. The POKE and DOKE sets the top line at the screen position of the top of the text screen, also preventing your Hires Picture from disappearing. From then on the first POKE is necessary before using Hires-specific commands (e.g DRAW) whilst the second toggles the ORIC into thinking it is in text mode and allows text comands to be used (e.g PLOT). Heres the Program.

```
10 HIRES:TEXT
20 PRINTCHR$(30);CHR$(27);CHR$(127)
30 DOKE#26D,48640
40 POKE#26F,11
50 REM *** *** HIRES COMMANDS *** ***
60 POKE#2C0,1:DRAW10,10,1:DRAW100,10,1
70 REM *** *** TEXT COMMANDS *** ***
80 POKE#2C0,2:PLOT17,17,33
```

The following two lines cut out the Protection of the Hires section, which will then disappear once the screen scrolls upwards.

```
100 DOKE#26D,48000
110 POKE#26F,27
```



I use a CUMANA interface/Atmos and a CUMANA 5.25' disc drive, and would be interested to hear from any other users who have been DOS-hacking. I have a re-write of V1.3 with a few extra features which I have added, including !STORE and !RECALL which work! (They didn't in the DOS supplied). I have restructured the DOS completely so that new commands or other features can be added quite easily. CUMANA DOS users may be interested to know that #D000 to #DFFF in the shadow ROM is available for use i.e it appears not to be used at all by the DOS, yet is Physically Present in the interface. I would be happy to hear from other CUMANA users my address is Mr Jim Polmear, 6 Meadow Close, Gosforth, Seascale, Cumbria, CA20 1HN.

If someone within the club is also a compulsive collector of Programs I am looking for the correct Hex dump of an invaders game which was Published incorrect in the magazine 'Your Computer'. The game was 'Oric Invaders' by Denis Salisbury and was first Published Nov/Dec 83. The admission of errors was in the December copy with a Promise to supply on request. I have written to the magazine but received no reply. I still have all the Published Program on tape but of course it will not run, please help if possible. The address to write to is Mr W.J. Hurley, 24 High Lea, Yeovil, Somerset BA21 4PF.

# ----- PATIENCE BY GRAHAM MILLS FOR THE ORIC ATMOS

Graham Mills from Wolverhampton has sent in 'Patience' a simulation of the card game, which is this Issue 5's Pull-Out Program. Graham says 'There is no instructions included in the Program as I thought this would only make the Program longer to type in and not necessary for this Popular card game. Suffice to say if a move is allowed in the game it can be made by a simple single key command which Prompts you for the required data to make a move. The commands include :-

M = Moves one column to another.

This Prompts you from column ? to column ?

D = Deals 3 cards off the top of the Pack.

P = Play a card off the Pack.

This Prompts you for the column number.

S = Put cards into suits.

This is to be used with care as it Places all Possible cards into suits.

ESC = A way out when you can't go.

A helpful Are you sure? is included in case Pressed by mistake. My family and freinds find the game fascinating and easy to operate as I am sure the readers will'.

NOTE: I have had a few readers writing in to me, with Problems found in Issue 4's 'Santa Claus', I would like to thank them for writing to me here are the additions: Mr R.J. Ford says 'Santa Claus works o.k on my Atmos but the status line is not cleared at the start of a new game. To correct this alter the address in line 30 to CALL#F8B7'. Line 610 was missing from some readers listings the line should read 610 R=R+C:GOTO 560

# ----- THE 'C.H.E.A.T.S. FILE' Zor9on's Revenge

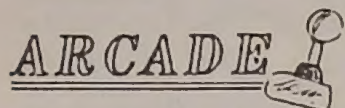
-----  
 Heres a tip from me K. Thompson I found this cheat by mistake. If you only have 90t one life left chosse the 'Space Mission' level. On this Defender type screen you must blast away as many Alien Craft as Possible trying not to bump into the ever rotating indust ructable Cuboids, after you have destroyed a Predetermined number of the Alien Craft, you will see the 'Freighter' cruise across the screen, you must shoot the Freighter and as it starts to form the 'Magic Stone' blow yourself UP! either by coliding with a Passing Cuboid or stand in the way of the Alien Craft's fire. Now look at how many lives you have left if it shows a cyan box with keyboard symbols or letters in it then you now have infinitive lives! I found this out on a Oric-1 48K version only, I'm not sure if it will work on the Atmos version but its worth a try!



# Software



# Reviews



## Chuckford

★ ★ ★

This game is based on the very successful platform game, "Chuckie Egg" which has been available on most micros for over a year now. FGC's rendition has not the same quality of graphics as the original, and lacks the great variety of screens, but it is certainly one of the more enjoyable English games I have played in recent months.

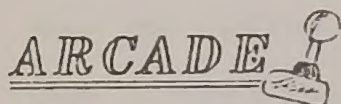
The aim of the game is very simple. You must collect all the eggs in the 'hen-houses', avoiding the chickens who are not very happy about the idea. The graphics are simple but O.K. The eggs are hollow for some reason, and the hunchbacked chickens pace up and down rather like someone brooding on how to get out of the goblin's dungeon! But who says computer games have to be sensible?

There are ten screens and ninety-nine levels of increasing difficulty. After screen ten, the chickens change their pattern of movement, they begin strolling around in mid-air and even glide gracefully from corner to corner in a strange diagonal movement. Naturally the game speed changes as well.

On every screen there are ladders and lifts to help you get to platform to platform. Some very tricky manouvers are often required to get to the eggs, such as diagonal leaps off lifts to collect the eggs suspended way over and above platforms. In fact some outrageous leaps are possible, and you don't get penalized for falling too far.

You gain two hundred points for each egg, plus a bonus of ten multiplied by the level number. You can also run over piles of pink food for extra twenty-five points, if the chickens don't get there first! Contact with a chicken or falling off the screen loses you one of three lives. Just to make things more difficult there is also a time limit, and having finished a screen you get a bonus based on the remaining time.

On the whole I thought this an excellent game. It's fast, addictive and fun. What more could you ask? I thought the packaging was poor, but I think the quality of the game itself makes it well worth buying.



## Manic Miner

★ ★ ★ ★ ★

After seeing Manic Miner at a friends house (on a Spectrum!) I was totally hooked and longed for the day that I could be playing Manic Miner on my dear old Oric. When Software Projects converted Manic Miner to the Oric, I was over the moon and rushed out and bought a copy (well Mailorder actually!)

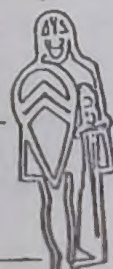
The Introduction screen is very good. As well as other things, a piano can be seen with the keys moving in sequence with the music that's being played by the computer. Manic Miner was probably the first game to have a sound track on the Oric.

The first thing that I noticed was the screen size, it is smaller like the Spectrum version. The idea behind Manic Miner is that you take on the role of Miner Willy who discovers an old long forgotten mine-shaft. After further examination you find yourself in these endless caves and the only way forward to get rich is to collect keys that are positioned in various places around the screen. Your aim is to reach the underground store which contains a huge stockpile of valuable minerals and metals!

The graphics in this game are excellent. You guide Miner Willy with keys that you think is the most comfortable for you, unlike some games that need an extra set of hands! Manic Miner costs £6.95 and is well worth every penny. If you like Damsel In Distress then you will like this. Can anyone tell me how to get passed the 'Kong Beast' screen!!!!



By C. Thompson.





# Writer, not just another word processor!

## Archimedes explains...

**BUSINESS**

# WRITER



"Not another word processor!", I thought when I first saw the title of this programme from our friends in Scotland, Peach Computers. And I was right, for this is not a programme in the mould of, say, "Author" by Tansoft. It could be more accurately described as a word-processor, since its sophistication lies in its powerful use of a modern printer's facilities more than supplying a lot of fancy tricks on-screen.

Many of you may be familiar with "Author", or even a classic word processor like "Wordstar". They abound with such familiar things as word-wrap, margins, tabs, dot commands, word-count, boiler-plate, append files, and editing commands such as insert, overwrite, find and move. The document, scrolling on and off the screen as you move through it.

'Writer' has few of these on-screen commands. It is easiest to think of it as a 35 page notebook. You enter your text page after page, with 960 characters per page. It is then that Writer comes into its own. Printer codes are easily entered on the page, enabling you very simply to produce attractive hard copy output. Condensed, emphasised, underlined and enlarged print are a matter of two or three control characters. It is this 'shorthand' use of printer codes which is one of the principal assets of 'Writer'.

Best of all, even the screen 'lines' are really printer lines. When you format the print conditions, you are asked how many characters you wish per line, and whether you want 'guidelines'. When you then come to type in the document, each start of line is marked visibly on the screen, and the end of line 'ping' comes not at the end of the screen line, but at the end of the printer line. This has the great advantage that you can visualise the printout, even with 136 characters of condensed print per line! The screen word-wraps to the end of each printer line, when a hard return is automatically entered.

All the available on-screen commands are accessed by CTRL and a letter - very simple to learn and use. Thus CTRL D moves the document down a screen line from the cursor, CTRL N clears the current screen line, CTRL P turns forward a page, storing the current page in memory, and CTRL U and V insert and delete spaces with ripple through a specified number of screen lines. ESC takes you back to the main menu, storing the current page. There are 22 of the screen control codes, quite enough for the average user! This is, to my mind, the great advantage of 'Writer' - it is not so complicated as to need a course of expert tuition to operate, but it is nonetheless equipped with the essential commands. It is simple, yet very effective, and you can have it up and running successfully twenty minutes after you receive it.

Other facilities include a loading error check, active or inactive printer codes, right justification of the document, and an examine facility to flip through the pages of the 'notebook'. Pages can be transferred from one to another, and the whole file cleared swiftly if required. Any part of the file can be overwritten just by typing in the replacement text. One very useful feature is that you can select the sequence of pages (or even one page only) to be printed out, and also the number of copies you require. When you print, the document is printed out continuously page after page, without breaks. A very great deal of information can be put on one A4 sheet at 136 characters per line in Epsom condensed mode.

I have two criticisms, the principal one being the fairly basic on-screen editing facilities. Insert is crude, one having to insert spaces first before writing in the extra text. What is more, the insert must be rippled forward, and almost inevitably pushes words across the 'hard' end of printer line positions, producing a very odd screen and printer layout. It is too easy to push text off the end of a screen line without realising that you have lost it. Gripe number two is that the use of active printer codes occupies space on screen, but they are of course omitted on the hard copy, again affecting the look and layout of the finished article. Great care is needed to allow for this when entering the document. So, if you need to do a lot of editing and re-jigging of a document, 'Writer' is not for you.

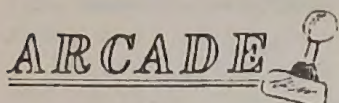


# "Word-printer processor"

Having said that, if what you need is an easy-to-use, flexible tool to store documents and especially to print the out attractively and intrestingly with a minimum of difficulty in either learning to use the programme or executing it, then you will find 'Writer' a great deal easier and more effective than the very sophisticated programmes such as 'Author'.The choice is yours!

Writer can be formatted by the user for both Epsom type printers and the MCP-40 printer/plotter.It costs £15 from Peach Computers Ltd., 192, Greenock Road, Largs, Ayrshire, Scotland, and is one of a range of useful utilities available from the friendly Mr. and Mrs Ward by return of post.

A last thought? 'Writer' is complementary to other word processors available for the Oric, and not in direct competition with them.I found a ready use for it alongside "Author", the choice of which programme to use depending essentially on whether I expected to have to do much editing of the document, and how easily I wanted to set up the printer layout.I liked 'Writer', despite the two criticisms, for it's ease of use and versatility, and it is deservedly popular.



## Defence Force ★★★★★

In the good old days of Oric, Tansoft were probably one of 'few' companies actually producing good quality software for the Oric.One of their great games, and my favourite, is Defence Force.

Defence Force takes around five minutes to load and once loaded, just sit back, turn off the lights because you are in for a real treat.The intro screen displays the Tansoft logo in many colours.If you leave the keyboard for a while three more screens will appear. The first is 'Defence Force' in large lettering, which changes colour and begins to flash. A nice touch here which just invites you to play! The second display is the author's name Andrew Moore (didn't he write something else?) again in multiple colours but smaller.The final display is a chart of the enemys that you will come across along with their scoring points.The only thing missing was a slot to put my 50 pence in !!!

Pressing 'P' will commence the game, a tune is played, once heard your'll be humming it for weeks! The screen layout is very good, the main playing area is in the middle of the screen.Along the top is your score which beautifly changes colour through out the game.Along side the score is the 'star-map' which shows the situation around you, where the enemys are etc.Down the bottom of the screen is a scrolling surface with your lives and shields.You start of with three lives and a bonus life is giving for every ten thousand points scored.

The aim of Defence Force is to protect the 'humans', who sit rather quitelly at the bottom of the screen without a care in the world.But, you've guessed there's a nasty out to get them and it's name is Vultura.Don't let it get the humans, because they turn into assins - they can be rather annoying with their hoards of bombs and loud sound effects.

Battling your way through Defence Force is great fun.It is possible to fill most of the screen with laser fire.There are sixteen aliens, yes sixteen! The ones to look out for are the 'Runners', 'Wraiths' and the 'Shadows'.Shadows are aliens that can't be seen, but you'll know there around because of the swarm of bombs coming from nowhere! The only way to destroy them is by using the 'star-map'.If all the humans are taken (heaven's forbid) you move onto the 'astrial-plain' an excellent part of the game where all the enemys turn into wraiths (I call them skulls because of there appearence!).Wraiths swarm towards you at terrifying speeds, and you musn't take your finger of the fire-button for obvious reasons. That's where the shields come in.Your fighter is equipped with these, essential when you've got a wraith and a couple of Strakers on your tail, or even a Cybotroid at 12 o'clock high! Pressing RETURN or space-bar activates the shield which will last for 5 secounds or so, your craft will be immune to the enemys and their fire.While the shields are on the screen turns blue and then red as a warning that the shields will shut off.The shields last for a shorter period later on in the game.

And talking of later on in the game, yes yippee! the Cybotroids are here.A Cybotroid is the most deadly of the enemys and worth more than anything.They fly around the screen at lightning speed and bombard the area with bombs.It's important to get this menace first as it interfere's with your play.The Cybotroids start to appear from wave 20 onwards.

I managed to get a score of 731800 which is pretty good going.But of course it will be up to you the reader who can only decide for yourselves about Defence Force.This game is great fun to play and noisey at times.Good graphics and sound make a good combination.And with Tansoft's slogan 'Oric comes of age!' It certainly does with Defence Force.



# ORIC CHARTS

# Top 30

## Arcade

- 1 Zorgon's Revenge
- 2 Damsel In Distress
- 3 Xenon III 'The Genesis Probe'
- 4 The Hellion
- 5 Xenon I
- 6 Defence Force
- 7 Manic Miner (F)
- 8 Super Jeep (F)
- 9 Tendre Poulet (F)
- 10 Dracula's Revenge
- 11 Playground 21
- 12 Honey Kong (F)
- 13 Don't Press The Letter 'Q'
- 14 Rat Splat
- 15 Karate (F)
- 16 Frelon (F)
- 17 Gubbie
- 18 Ice Giant
- 19 Krillys
- 20 Snake Venom
- 21 Doggy (F)
- 22 Zebbie (F)
- 23 Driver (F)
- 24 Hunch Back
- 25 Chuckford
- 26 Lone Raider
- 27 Star (F)
- 28 Chopper
- 29 Them
- 30 Mushroom Mania

- I.J.K  
I.J.K  
I.J.K  
Orpheus  
I.J.K  
Tansoft  
Software Projects  
Loriciels  
Sprites  
Softtek  
I.J.K  
Sprites  
I.J.K  
Tansoft  
Gasoline Software  
Loriciels  
I.J.K  
Softtek  
Orpheus  
F.G.C  
Loriciels  
I.J.K  
Dialog Informatique  
Ocean  
F.G.C  
Seyvern Software  
Loriciels  
Seyvern Software  
Virgin  
Arcadia

## CHARTS CHARTS CHARTS CHARTS

It's all happening in this Issue, just look at the Top 30, still holding its place for the 4th consecutive Issue is I.J.K's Zorgon's Revenge. How long can it keep there.

The biggest climber of this Issue is Karate the new combat game from Gasoline Software the first of its kind to appear on the Oric coming in at number 15 a climb of 15 places.

Also another two re-entries from France they are Doggy at number 21 and Frelon in at number 16. Still holding their places are Rat Splat, Xenon III, Damsel and Gubbie.

How will the charts differ with the new arrivals from F.G.C find out next Issue.



## Adventure

- 1 L'Aigle d'Or (F)
- 2 Le Secret du Tombeau (F)
- 3 A View To A Kill
- 4 Colossal Adventure
- 5 Snowball
- 6 Adventure Quest
- 7 Lords Of Time
- 8 Franklin's Tomb
- 9 Hell's Temple
- 10 Lost In Space
- 11 Land Of Illusion
- 12 Velnor's Lair
- 13 Paras
- 14 Le Diamant De L'ile Maudite (F)
- 15 House Of Death
- 16 Fantasy Quest
- 17 Death Satellite

- Loriciels  
Loriciels  
Domark  
Level 9  
Level 9  
Level 9  
Level 9  
Salamander  
Kenema  
Salamander  
Tansoft  
Quicksilver  
Lothlorien  
Loriciels  
Tansoft  
I.J.K  
A & F

## HIGH SCORES

- Xenon III - 3,234  
Ghost Gobbler - 32,505  
Harrier Attack - 39,650  
Staffan Jacobsson, Sweden.

- The Hellion - 257,550  
Zorgon's Revenge - 29,800  
Centipede - 21,720  
Matthew Green, England



# Interview

YOUR ORIC  
SPECIAL

## DAMSEL IN DISTRESS

PART  
2

Here is the second part of the exclusive interview with the authors of Damsel In Distress who are, Mr. Herman Zwaag and Mr. Marcel Van Driel. The second, and sadly the last part of the interview looks into things like, the creation of moving graphics that they perfected so well in Damsel. How the screen display was done and what was the reason for 'MADE IN HOLLAND'? And will there be another excellent game like Damsel for the Oric in the future?

Also Mr. Herman Zwaag has sent into us a cheat facility which will allow any Damsel owner to start at what ever screen they like! Readers, read on.....

Herman's reply to question 6:

Herman: Well, this is a bit difficult to explain, just because it's difficult to do. But I'll try. At first I thought of movement as it is usually done: place a block of characters containing an image on the screen, continually replace it with new character blocks (containing slightly moved and animated versions of the same image) until your image reaches the edge of the block. Then move the whole block one character, starting all over again with the first image. This in itself gives smooth movement. But, what if there are other, some of them moving themselves, objects on the screen, and you must even detect if, and with what objects your moving object collides? That is where the headaches come into place. That is also where I got heavily involved with ANDing, ORing, XORing and other Boolean -ings. The main idea is that I managed to develop a system in which every moving character of Buzzy is combined with background or nasty characters, giving the effect that characters can be seen 'through' each other. In a similar way the program tests every single bit of Buzzy's shape to detect whether it runs into something or not. This way long and complex screen and character manipulating routines provide Damsel In Distress with sprite-like graphics that can so easily be obtained on e.g. Commodore, Atari and MSX machines by accessing hardware sprites with only a few simple PEEKs and POKEs.

7) During the game-load there is an excellent screen display, who designed it and how was it done?

Herman: I guess I am answering again. I came up with the idea for it, and because I had the time to do it I designed it too. As we think that some kind of plot really adds to the atmosphere of a game, I wanted some way of combining a little story with a graphical title screen. A cartoon is of course the very way of doing this. How it was done? Because of the way you ask it I think you expect me having used some marvellous graphics design program to draw it. I didn't! In fact I wrote a very short BASIC program that could move a HIRES cursor, with or without plotting/erasing a line, and insert a few attributes. In this awful way I drew the cartoon strip, IJK logo and all those bloody little characters!

8) On the screen display there is a message saying 'MADE IN HOLLAND' what exactly does it mean?

Marcel: Difficult question. No, actually we stated this because we wanted to show some people in Holland, who said that we couldn't do it, that they were completely, utterly and even utterly wrong.

Herman: Just a question of image-boosting! We are Dutch guys and most software written by Dutch companies, even for more popular machines, is very awful. We wanted to show that there also are Dutch people who can produce something better than that! Little effect, though, because Damsel only sold a few copies in Holland, and consequently didn't bring us much fame either.

9) We have now seen the Ultimate game along with Zorgon's Revenge, an old favourite, is another game like this likely to be in the pipe-line?



# "THE AUTHORS"

Marcel: Yes, No and No.Yes, there is a game in the pipe-line.No it isn't like Damsel at all and No, it isn't for the Atmos/Oric.I know that this must be a dissappointment for some Oricers (and betrayal for others), but to be honest Damsel didn't bring us the fame and fortune we hoped for.Of course being interviewed by Your Oric will bring us all the fame we wanted, but then there's still that fortune.... When you work on a program for more than seven months, you surely want a reward for it.And as you will certainly know, making money and Oric software don't match.I will not claim that we didn't have fun making the program, but fun is not enough.That's why we decided to continue our programming efforts on the CBM 64.We are now working on an adventure which will suprise the world. (Well, a little plugging is alright, isn't it?)

Herman: Nothing to add here! At this point I just want to thank Your Oric for this interview, we loved to do it.Have fun with Damsel, your Oric (the computer as well as this magazine) and everything else!

## THE CHEAT MODE:

Many of you already found out how to access all the twenty screens by depressing all keys. The Cheat Mode however is a code which was put into the program for simplifying the testing and debugging, and to publish later on, as we are doing now.To enter the Mode you must depress 'Q-D-5-V-8-L-' simultaneously.Then the number on the status (score) line appears, and you can select all twenty screens by hitting 1-0 and Q-P.

Herman Zwang.

I would like to thank Mr.Herman Zwang and Mr.Marcel Van Driel for taking part in this Exclusive Interview.

K.Thompson.

## *INTERVIEWER: K.Thompson*

YOUR ORIC

## COMING SOON..

YOUR ORIC

Two brand NEW sections will be appearing in Your Oric very shortly.They will be Arcade Control and a Letters Page.....

### ARCADE CONTROL:

Cursor will be the person in command of Arcade Control and this is what Cursor wants from you: I want as many cheat modes, POKEs etc, maps to any arcade games, your problems and solutions, BUGs as well! tips and discoveries.There will also be a part in Arcade Control called 'A.C.Spot' where I will be looking at GREMLINS that appear in so many arcade games.Also the latest news on the games side.All information should be sent to me at: Cursor, Arcade Control, Your Oric Newsletter, 41 Morden Gardens, Mitcham, Surrey, CR4 4DH.

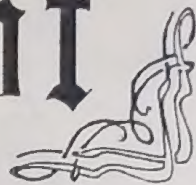
### LETTERS PAGE:

This section is for you, the Your Oric reader.The Letters Page wants to hear from you.Got problems with your micro? Odds against you? Anything funny happened? or basically just want to let of steam, then maybe, the Letters Page is what your looking for.All letters should be sent to: Letters Page, Your Oric Newsletter, 41 Morden Gardens, Mitcham, Surrey, CR4 4DH.

Your Oric:- The Number 1 Oric Newsletter For A Great Computer.....



# Adventure Spot



I would like to welcome Swift to the Adventure Spot. He will be helping me out, Swift will tackle adventures that keep cropping up in your letters to the Help Line, and will set about in search of these places. He starts of his quest with a tough adventure, it is Velnor's Lair, In forth-coming Adventure Spots, Swift will enter the mountain and solve its mysteries, and will bring back reports so that readers can also learn how to solve and tackle problems.

## Lost In Space

Lost In Space is the second part in the 'Dan Diamond Trilogy' by Salamander Software, and is priced at £9.95.

Lost In Space, like Franklins Tomb comes in a large colourful video box which contains the tape and a 20 page fully illustrated case file. Loading the adventure only takes five minutes which just gives you enough time for you to rush out into the kitchen and make yourself a nice mug of coffee to relax with playing the Adventure.

The screen layout is the same as part one, but this time the setting is on a space ship. You as private eye Dan Diamond must explore the derelict space ship and try to find your way to the bridge, and on your way solving problems that will get you one step further in completing the adventure.

I felt that Lost In Space is slightly harder to solve than part one of the trilogy. In part one you had to get to the Stargate. I haven't managed to get that far quite yet, in the prologue of Lost In Spaces case file it reads - "I remember it all started on a hot damp day. The sort of day that you need five changes of shirts for. I was just recuperating from a heated discussion with a create of scotch, when she breezed into my office like an Artic wind in mid-winter. I shivered. Her face was like an angel cake and her body would make a bishop kick a hole in a stained glass window. When she left, she left me nothing

but the morning mail and a bad case of frostbite. In the mail was a note which led me to a strange, eerie crypt. The sort of place you'd bury your mother-in-law and hope she wouldn't scare the other inhabitants too much. Inside the crypt I found a strange machine called a Stargate. Then I made my big mistake I turned it on!" So now you as Dan Diamond must get yourself out of this problem, by pressing the button you have now been transported to a floating ship that has no certain destination, and what's more the ship looks deserted and uninviting.

As in Franklins Tomb, Lost In Space is full of problems and exiting locations. The case file has 20 illustrations of such rooms found on the ship, normally I hate adventures that puts pictures into the manuals, because when you are are playing it you want to think and imagine what the locations look like, but the case file illustrations are superb they really are well drawn, and are just what you would imagine them to be.

The illustrations are said to have hidden clues in them, so it would be a good idea to take a close look at the case file when you are playing the adventure. Rooms that I have discovered on the ship are the Store room, which if I were you I wouldn't go around touching things!

The Security Robots which patrol the ship often bump in to me and they always return

you back to the 'Mists Rainbow' location which can be a pain if you have got some way into the adventure, but not to worry I soon discovered a way of stopping them transporting me, and now would you believe it they just come up to me and salute me. Another strange place is the 'Greatgargantubrain Link', I have tried and tried to get some sense out of the computer but I can't, and I don't know why? it might be a red herring but something tells me it has a purpose, but I can't quite put my finger on it.

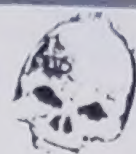
I have visited the library and found a book which could be of use to me. The Disco was empty but noisy, as there was a hologram of that old group Franklin and the all Stars playing one of there numbers from yesterday. I wouldn't bother drinking anything at the Auto Dispencer' it could have serious side effects to your health. The gym was empty, (I did not bother doing a work out!).

It seems to me that all the illustrated pictures look as if only a while ago people was occupying them, like the Disco all the seats are empty so is the bar and theres a group playing, the gym feels if people have been using the apparatus only minutes before I enter. It seems all very very strange to me. But to take my mind of the matter I had a game of 'Awful Green Things' (a space invader game), were you sit down and play! Something has happened to this ship and I want to find out what it is.



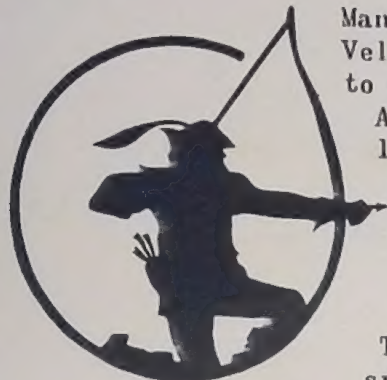


# ▼ Adventure Help ▼



## The Dark Labyrinth

Velnor's Lair:



Many of you have been writing into K.Thompson asking questions about Velnor's Lair,so I decided to take a trip deep within the Labyrinth to discover it's secrets.....

At dawn I set out,the day that passed was pleasant and warm.It was late afternoon when I finally arrived at the entrance to Mt.Elk.The sun on the horizon masked the land about with a reddish glow,chasing away the day once more.

With nothing more than a Tinderbox,a strong Ash Bow and my wits,I went into the Mountain.My eyes took a while to adjust to the new light,I paused,and then went on....

The first thing to attack me was a giant spider,a horrific sight as it sprang towards me at a terrifying speed,but Swift was faster,moving

clear out of the way from the lunge,with a high powerful twang of the Ash Bow an arrow swooped into the air and embedded itself deep within the spider's body.Thinking of the readers who will want to get passed this spider I employed other tactics that they could use.The most successful one was to run past it.At blinding speed Swift was passed the spider and now in the cavern beyond with one loss - an arrow.

*Swift*

## Problems

Can any fellow adventurer help Graeme Burton from Kent who writes:

In Ring Of Darkness,where can I find Gondors monument? And in the Wizard Of Akys I have got to the foxes and hounds.How do I continue? In Waydor,I have got six out of eight treasures home and can get in and out of the castle.How and where can I get the other treasure(s)? And finally in House Of Death,which doors must I go through in order to be safe and without getting myself killed?

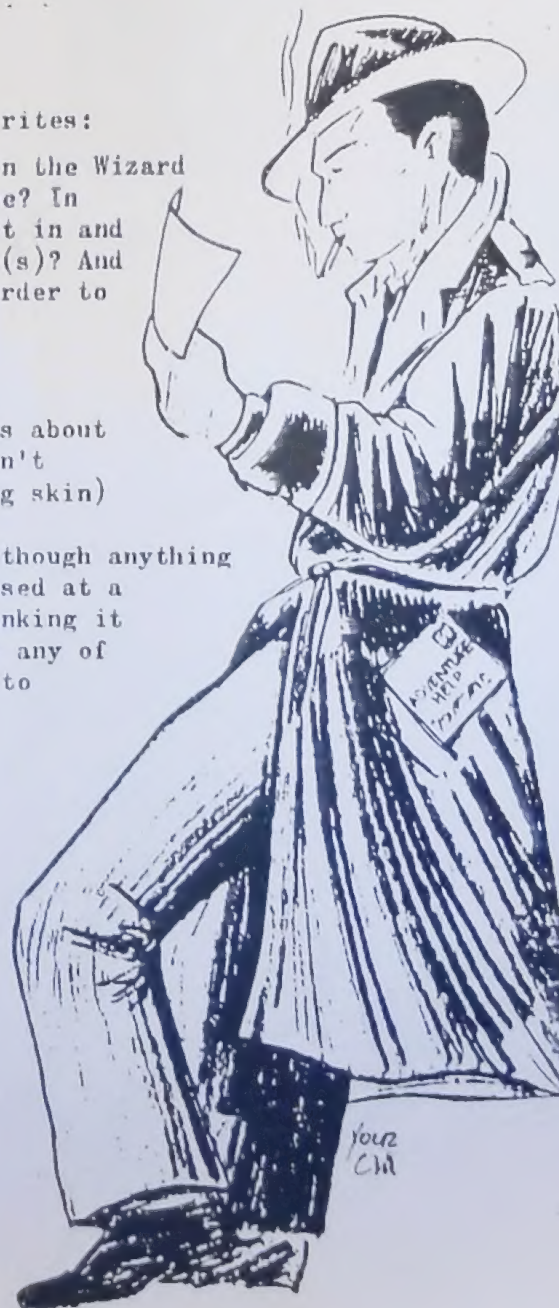
D.Gomer from MID-Glam has responded to last issues problems:

- I thought I'd pass on a couple of not very helpful remarks about Velnor's Lair.It's been a while since I played it as I can't find a way past Velnor (even though I'm wearing the Balrog skin) Any ideas?

I don't think crocodiles like spiders meat very much,though anything else will do (Darren Emmett's problem).The flour can be used at a later stage in the adventure.I havn't searched it,not thinking it necessary as to an item.If it does contain anything or if any of the portable items can be searched with success I'd like to know (C.Thompson's problem).

Steve Cotterell from Kent writes:

I am having a frustrating time with 'Zodiac' by Tansoft. I have been able to find all 12 signs of the Zodiac and drop them in the cellar.I have also found 5 of the 6 treasures (ornament, ruby, onyx, jewels and gold).The 6th treasure eludes me.If anyone can tell me what it is, where it is and how to get it I would be very grateful.



BY  
**K.THOMPSON**





READER QUESTIONNAIRE - Enclosed with this issue - W.E.(Software) have kindly agreed to let Your Oric use their FREEPOST facility, please answer the questions as completely as possible and return the form to W.E. They will pass them on to us. SUBSCRIBERS ABROAD please add the postage required - Sorry you have to pay! Many thanks to you all for the help and I hope the information gained will improve Your Oric still further.

Mr. K. Thompson.

## W. E. (Software)

Foley Bank, Worcester Road, Great Malvern, Worcestershire WR14 4QW.  
Telephone - FAX : Malvern (06845) 69059.  
Prestel MBX - 684569059

### SPECIAL OFFER FOR "YOUR ORIC" SUBSCRIBERS.

Purchase any four of the following programs:-

*Chess	£ 9.90	*Don't Press Q	£ 8.50
*Dambusters	£ 8.50	*Zebbie	£ 7.50
*Cribbage	£ 6.50	*Cybermen	£ 7.50
*Trickshot	£ 7.50	*Superfruit	£ 6.50
*3D OXO/Backgammon	£ 7.50	*Draughts	£ 7.50
*Ghost Gobbler	£ 7.50	*Probe 3	£ 7.50
*Frigate Commander	£ 6.50	*Gubbie	£ 7.50
*Playground 21	£ 7.50	*Xenon 111	£ 8.50

and you can then buy any of the programs listed below at £2.75 each:-

*Reverse	*Fantasy Quest	Zodiac
*Moria	*Encounter	Jogger
Extended Basic 1	Super Meteors	*Candyfloss/Hangman
*Breakout/3D Maze	Dallas	*Grail
*Airline	Dinky Kong	Digger
*Synthesizer	Harrier Attack	Starfighter
*Loki		

This offer ends on Thursday 30th April, 1987.

\* INDICATES ORIC-1/ATMOS COMPATIBILITY

STOP PRESS...STOP PRESS...STOP PRESS...STOP PRESS...

#### FRENCH NEGOTIATIONS:-

Worcestershire based software company - W.E.(Software) - are in the process of shipping a selection of French software, for the Oric micros, to the U.K.

These are:-

Triathlon	-	£14.95
Karate	-	£11.95
Macadam Bumper	-	£14.95
Dedales	-	£14.95

These programs will be sold on a "first come, first served" basis, and usual postage and packing rates apply.

W.E. are also planning to purchase the copyrights to these programs and have already entered into negotiations with a French software company through their agent in Paris.

Mark Willis - of W.E. - told Your Oric, "Stocks of these programs will be very limited initially, which is why we are selling them on the first come, first served basis, and we are now accepting orders. But as soon as our negotiations have been completed stocks will be replenished and readily available. We have plans to purchase the rights to more French programs so the British Oric User can look forward to continued support and service from us - W.E.(Software)."

STOP PRESS...STOP PRESS...STOP PRESS...STOP PRESS...